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INSTRUCTIONS

Made by the Right Honourable

EDWARD RUSSEL, Admiral,

In the Year 1691.

For the better Ordering the FLEET

in Sailing by *Day* and *Night*, and in *Fighting*.

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+
1691
Great Britain
RESERVE
Admiral

SIGNALS

To be Obſerved

In Anchoring, at an Anchor, and in Weighing Anchor, in the Day-time.

INSTR. I.

WHEN the Admiral in the Day-time would have the Fleet prepare to Anchor, he will hoiſt an Enſign ſtrip'd Red, White, and Blue, on the Enſign-ſtaff, and fire a Gun; then every Flag-ſhip in the Fleet is to make the ſame Signal.

II.

When the Admiral will have the Fleet to Moore in the Day-time, he will fire one Gun, and hoiſt his Mizen-top-ſail, with the Clew-lines hawled up.

III.

When the Admiral will have the Fleet to Cut, or Slip, by Day, he will fire two Guns, and looſe both his Top-ſails; and then the Leeward-moſt Ships are to Cut or Slip firſt, to give room for the Weather-moſt to come to Sail.

IV.

When the Admiral would have any particular Ship to Cut, or Slip, in the Day, and Chaſe to Windward, he will make the Signal for Speaking with the Captain of that Ship that he would have give Chaſe, hoiſt a Red Flag in the Mizen-ſhrowds, and fire a Gun.

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SIGNALS

To be Obſerved

In Anchoring, at an Anchor, and in Weighing Anchor, in the Night.

INSTR. I.

WHEN the Admiral chanceth to Anchor in the Night, he will fire two Guns, a ſmall ſpace of Time one from the other; which are to be anſwered by every Flag-ſhip in the Fleet; and every private Ship is to ſhew two Lights.

II.

When the Admiral would have the Fleet to Moore in the Night, he will put a Light on each Top-maſt-head, and fire a Gun; which is to be anſwered by the Flag-ſhips in the Fleet; and every private Ship is to ſhew one Light.

III.

When the Admiral would have the Fleet to Cut or Slip in the Night, he will hang out four Lights, one at each Main-yard-arm, and one at each Fore-yard-arm, and fire two Guns; which are to be anſwered by the Flag-ſhips in the Fleet; and every private Ship is to ſhew one Light.

IV.

1. The Admiral who commands the Fleet, three Lights on the Poop, and on on the Main-top.

2. The Vice-Admiral, or he who has the Second Poſt, two on his Poop, and one on his Main-top.

Signals by Day.

V.

When the Admiral would have any particular Ship to Cut or Slip in the Day-time, and chaſe to Leeward, he will make the Signal for Speaking with the Captain of that Ship he would have give Chaſe, hoiſt a Blue Flag in the Mizen-ſhrowds, and fire a Gun.

VI.

When the Admiral would have them leave off Chaſing, and return to the Fleet, or would have all the Scouts in ſight of the Fleet come and ſpeak with him, he'l hoiſt a White Flag on the Flag-ſtaff at the Fore-top-maſt-head, and fire a Gun.

VII.

When the Fleet is at Anchor, the two Ships that lead the Fleet are to examine all ſtrange Ships, before they ſuffer them to come into the Fleet, and not permit any Stranger to come to the Admiral before he is examined; but if the Fleet lie in the open Sea at Anchor, and a ſtrange Ship approach into the Body of it, then the Ship next to him is to examine the Stranger, and make a Report to the Admiral.

VIII.

When the Admiral would have the Fleet to Unmoore in the Day, he will looſe the Main-top-ſail, and fire a Gun.

IX.

When the Admiral would have the Fleet to Weigh in the Day, he will looſe his Fore-top-ſail, and fire a Gun; and then every Ship in the Fleet is to get to Sail as ſoon as they can.

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3. The Rear-Admiral, or he who has the Third Poſt, one on his Main-top, and one on his Poop.

4. The Vice-Admiral of each Squadron, two on his Poop.

5. The Rear-Admiral of each Squadron, one on his Poop; but when the whole Fleet carry their Lights, then the Rear-Admiral of each Squadron is to carry two Lights, the one hoiſted a Yard above the other on the Enſign-ſtaff.

6. In caſe of foul Weather, and a dark Night, each Ship is to carry a Light.

V.

When any Ship ſhall be diſcover'd coming into the Fleet in the Night, the Ship that is next to her ſhall endeavour to ſpeak with her, and bring her to an Anchor, and not ſuffer her to paſs through the Fleet; but in caſe any one diſcovers a Fleet in the Night, and it blows ſo hard, that he cannot come to give the Admiral timely Notice, he is to hang a great number of Lights out, and to continue firing, Gun after Gun, till the Admiral anſwers him with one.

VI.

When the Admiral would have the Fleet to Unmoore in the Night, and ride ſhort, he will hang out three Lights one over another in the Main-top-maſt Shrowds, over the conſtant Light in the Main-top, and fire two Guns; which are to be anſwer'd by the Flag-ſhips in the Fleet; and every private Ship is to hang a Light in the Mizen Shrowds.

VII.

When the Admiral would have the Fleet to Weigh in the Night, he will hang a Light in the Main-top-maſt Shrowds, and fire a Gun; which is to be anſwer'd by the Flag-ſhips in the Fleet; and every private Ship is to hang a Light in his Mizen-ſhrowds.

VIII.

When the Admiral would have the Fleet to Lower their Yards and Top-maſts in the Night, he will Hoiſt one Light upon his Enſign-ſtaff, and fire one Gun; which is to be anſwer'd by the Flag-ſhips of the Fleet; and every private Ship to anſwer with one Light.

IX.

When the Admiral would have the Fleet to Hoiſt their Yards and Top-maſts in the Night, he will put abroad two Lights one under the other in the Mizen-top-maſt Shrowds, and fire one Gun; which is to be anſwer'd by the Flag-ſhips of the Fleet; and every private Ship to have one Light in their Mizen Shrowds.

SIGNALS

To be Obſerved

In Sailing by DAY.

INSTR. I.

WHEN the Admiral would have the Sternmoſt and Leewardmoſt Ships to Tack firſt, he will hoiſt an Union Flag on the Flag-ſtaff at the Mizen-top-maſt-head, and fire a Gun; and every Flag-ſhip in the Fleet is to anſwer with the ſame Signal.

II.

When the Admiral would have the Weathermoſt and Headmoſt Ships in the Fleet to Tack firſt, he will hoiſt an Union Flag on the Flag-ſtaff at the Fore-top-maſt-head, and fire a Gun; and every Flag-ſhip in the Fleet is to anſwer with the ſame Signal.

III.

When the Admiral would have the Fleet (in bad Weather that they cannot ſtay) Weare, and bring to the other Tack, he will hoiſt a Pendant on the Enſign-ſtaff, and fire a Gun; and then the Leewardmoſt and Sternmoſt Ships are to Weare firſt, and bring to the other Tack, and lie by, or go with an eaſie Sail, which they ſee moſt convenient, till the Admiral comes a-head; and every Flag-ſhip in the Fleet is to anſwer with the ſame Signal.

SIGNALS

To be Obſerved

In Sailing by NIGHT.

INSTR. I.

WHEN the Admiral would have the Fleet to Tack in the Night, he will hoiſt two Lights on the Enſign-ſtaff, one over the other, above the conſtant Light in the Poop, and fire a Gun; which is to be anſwer'd by the Flag-ſhips of the Fleet; and every Ship in the Fleet is to hang out a Light extraordinary, which is not to be taken in, till the Admiral takes his in: After the Signal is made, the Leewardmoſt and Sternmoſt Ships are to Tack as faſt as they can; and the Sternmoſt Flag-ſhip, after he is about upon the other Tack, is to lead the Fleet, whom they are to follow, to avoid running through one another in the Night.

II.

When the Admiral would have the Fleet (in blowing Weather) to lie a-trey, ſhort, or a-hull, or the Head-ſails brac'd to the Maſt, in the Night, he will ſhew four Lights of equal height, and fire two Guns; which are to be anſwer'd by the Flag-ſhips in the Fleet; and every Ship in the Fleet is to ſhew four Lights.

III.

When the Admiral would have the Fleet to make Sail in the Night, after lying a-trey, ſhort, a-hull, or the Head-ſails to the Maſt, he

IV.

When the Fleet is lying by, or ſailing by the Wind, and the Admiral will have them bear up, and ſail before the Wind, he will hoiſt his Enſign, and fire a Gun; (which is to be anſwer'd by the Flag-ſhips of the Fleet,) and then the Leewardmoſt Ships are firſt to bear up, to give room for the Weathermoſt to Weare, and ſail before the Wind with an eaſie ſail, till the Admiral come a-head; but if it ſhould happen, (when the Admiral has occaſion to Weare, and ſail before the Wind,) that the Jack and Enſign be abroad, he will hawl down the Jack before he fires the Gun to Weare, and keep it down till all the Fleet is before the Wind.

V.

When the Fleet is ſailing before the Wind, and the Admiral would have them bring too, with the Starboard Tack on board, he will hoiſt a Red Flag on the Flag-ſtaff at the Mizen-top-maſt-head, and fire a Gun: If to bring too with the Larboard Tack, a Blue Flag on the ſame place, and fire a Gun; and every Flag-ſhip is to anſwer with the ſame Signal.

VI.

When any of the Fleet loſe Company, and meet again in the Day, thoſe to Windward ſhall

and thoſe to Leeward ſhall anſwer

VII.

When the Admiral would have any Ship in the Fleet to Chaſe to Windward, he will make the Signal for ſpeaking with the Captain, and hoiſt a Red Flag in the Mizen-ſhrowds: If to Chaſe to Leeward, a Blue Flag: And when he would have them give over Chaſing, he will hoiſt a White Flag on the Flag-ſtaff at the Fore-top-maſt-head, and fire a Gun.

VIII.

When any one (in the Day-time) happeneth to ſee a Ship, or Ships, more than His Majeſty's Fleet, he is to put abroad his Enſign, and there keep it till the Admiral's is out, and then to ſtrike it as often as he ſeeth Ships, and to ſtand with them, that ſo the Admiral may know which way they are, and how many; but in caſe they be at ſuch a diſtance that the Enſign cannot be well diſcover'd, then he is to lay his Head towards the Ships, or Fleet, which he ſo deſcries, and to brawl up his low Sails, and continue hoiſting and lowering his Top-ſails, and making a Weſt with his Top-gallant-ſails

will put out three Lights one over the other in the Main-ſhrowds, and fire two Guns; which are to be anſwer'd by the Flag-ſhips in the Fleet; and every Ship in the Fleet is to hang out three Lights, and not to take them in till the Admiral takes in his.

IV.

When any Ship has occaſion to lye ſhort, or by, after the Fleet has made ſail, he is to fire one Gun, and ſhew three Lights in the Mizen-ſhrowds.

V.

If any Ship loſe Company, and meet again in the Night, he who hails firſt ſhall ask, *What Ship's that?* And he who is hail'd ſhall anſwer, The other who hail'd firſt ſhall reply, Then he who was firſt hail'd ſhall anſwer

VI.

When any diſcovers a Fleet in the Night, he ſhall fire Guns, make falſe Fires, put a Light on the Main-top, three on the Poop, and ſteer after them, and continue firing Guns; But if the Admiral ſhould ſteer another Courſe, and fire one, two, or three Guns, (which is to call him off,) then he his to follow the Admiral.

VII.

In caſe of Springing a Leak by Night, or any other diſaſter that diſables your Ship from keeping Company, you are to hang out two Lights of equal height, and fire Guns till you are reliev'd by ſome Ship in the Fleet.

VIII.

If the Admiral alter his Courſe in the Night, he will fire one Gun, (without alteration of Lights;) which is to be anſwer'd by the Flag-ſhips in the Fleet.

IX.

When any one diſcovers Land, or Danger, in the Night, he who firſt diſcovers it, is to ſhew as many Lights as he can, and fire one Gun, and Tack, or bear away from it.

IX.

In caſe of ſpringing a Leak by Day, or any other Diſaſter that diſables your Ship from keeping Company, you are to hawl up your Courſes, and fire two Guns.

X.

Whoſoever deſires to ſpeak with the Admiral muſt ſpread an *Engliſh* Enſign from the Head of his Main or Fore-top-maſt downward on the Shrouds, lowering his Main or Fore-top-ſail, and firing Guns, till he is obſerv'd by the Admiral, who will anſwer by firing one Gun.

XI.

When the Admiral would have the Vice-Admiral, or he that Commands in the Second Poſt of the Fleet, to ſend out Ships to Chaſe, he will hoiſt a Flag ſtrip'd Red and White on the Flag-ſtaff at the Fore-top-maſt-head, and fire a Gun.

XII.

When the Admiral would have the Rear-Admiral, or he that Commands in the Third Poſt in the Fleet, to ſend out Ships to Chaſe, he will hoiſt a Flag ſtrip'd Red and White on the Flag-ſtaff at the Mizen-top-maſt-head, and fire a Gun.

XIII.

When any diſcovers Land in the Day, he is to hoiſt his Jack and Enſign, and keep it abroad till the Admiral anſwer him by hoiſting his; upon ſight of which, he is to Hawl down his Enſign.

XIV.

If any diſcovers Danger in the Day-time, he is to Tack, or bear up from it, and put a Jack abroad from the Main-top-maſt Croſs-Trees downward on the Back-ſtay, and fire two Guns; but if that Ship ſhould ſtrike, and ſtick faſt on that Danger, he is to make the ſame Signal with his Jack, and continue firing of Guns, until he ſees all the Ships in the Fleet have obſerved him, by endeavouring to avoid the Danger.

X.

When the Fleet is ſailing Large, or before the Wind, in the Night, and the Admiral would have them bring too, and lie by, with their Starboard Tacks on Board, he will put abroad four Lights in the Fore-ſhrowds, and fire ſix Guns; but if with the Larboard Tacks, eight Guns; which is to be anſwer'd by the Flag-ſhips of the Fleet; and every private Ship is to anſwer with four Lights, (it being the ſame that is in the fourth Article for bringing too in a Fog,) and the Windermoſt Ships are to bring too firſt.

XI.

When the Admiral is upon a Wind in the Night, and would have the Fleet Weare, and bring too on the other Tack, he will hoiſt up one Light at the Mizen-Peek, and fire three Guns; which is to be anſwer'd by the Flag-ſhips of the Fleet; and every private Ship to anſwer with one Light at the Mizen-Peek: The Sternmoſt and Leeward-moſt Ships are to bear up as ſoon as the Signal is made.

INSTRUCTIONS

To be Obſerved

By Younger CAPTAINS

To the ELDER.

INSTR. I.

THE Flag-ſhips are to pay a due Reſpect to the Senior Flags, and not to go to Windward of him or them, but upon neceſſary Occaſions; and every private Ship in the Fleet is to obſerve the ſame to the Flag-ſhips, or their Commander in Chief.

II.

When two Ships of the ſame Rank are ſailing on the ſame Tack, or on contrary Tacks, and there is a Neceſſity for one of them to bear up to the other, he that can with the moſt Convenience bear up, is to do it; but if it be equally convenient to both of them, then the Younger Captain ſhall bear up for the Elder.

III.

When two Ships of different Rank are ſailing on the ſame Tack, or on contrary Tacks, and there's a Neceſſity for one of them to bear up for the other, the Ship that can with the moſt Convenience bear up, is to do it; but if it be equally convenient to both of them, the ſmaller Rank is to bear up for the greater, altho the Ship of the ſmall Rank be Commanded by the Elder Captain.

INSTRU-

INSTRUCTIONS
FOR
Sailing in a FOG.

INSTR. I.

IF it grow thick and foggy Weather, the Admiral will continue ſailing with the ſame Sail ſet that he had before it grew foggy, and will fire every Hour a Gun; which is to be anſwered by the Flag-ſhips in the Fleet; and the private Ships are to anſwer by firing of Muſquets, beating of Drums, or ringing of Bells.

II.

If the Admiral is neceſſitated to make more or leſs Sail than he had when the Fog came up, he will fire every Half Hour a Gun, that the Fleet may thereby diſcern, whether they come up with the Admiral, or fall a-ſtern of him; which is to be anſwered by every Flag-ſhip in the Fleet; and the private Ships are to anſwer by firing of Muſquets, beating of Drums, or ringing their Bells.

III.

If the Admiral would have the Fleet to Tack in a Fog, he will fire Four Guns; which are to be anſwered by every Flag-ſhip in the Fleet; then the Leewardmoſt and Sternmoſt Ships are to Tack firſt, and after they are about to go with the ſame Sail they Tack'd with, and not to lie by, expecting the Admiral to come A-head; which is to avoid the Danger of running through one another in thick Weather.

Signals in a Fog.

IV.

If the Admiral think fit to bring too, and lie by with his Head-ſails to the Maſt in a Fog, with the Starboard Tack aboard, he will fire ſix Guns; if with the Larboard Tack aboard, eight Guns; which are to be anſwered by every Flag-ſhip in the Fleet.

V.

When the Admiral makes ſail in a Fog, after lying with his Head-ſails to the Maſt, he will fire two Guns; which are to be anſwered by every Flag-ſhip in the Fleet; and then the Head-moſt and Weathermoſt Ships are to make Sail firſt.

VI.

When the Admiral would have the Fleet to Anchor in a Fog, he will fire two Guns; which are to be anſwered by every Flag-ſhip in the Fleet; and leſt there ſhould be Ships ſo far a-ſtern, that they could not hear the Flag-ſhips Guns when they anſwered, the Admiral will fire two Guns more after he has been half an hour at Anchor; which are to be anſwered by every Flag-ſhip in the Fleet.

VII.

When the Admiral would have the Fleet to weigh in a Fog, he will fire ten Guns; which are to be anſwered by every Flag-ſhip in the Fleet.

You are to obſerve, That the Guns which you fire for Signals in a Fog, be all fired on the ſame ſide, that they may make no Alteration in the Sound.

VIII.

If any one diſcover Danger in a Fog, which he can avoid by Tacking and Standing from it, he is to make the Signal for Tacking in a Fog; but if he ſhould chance to ſtrike and ſtick faſt, he is to fire Gun after Gun, till he believes His Majeſty's Fleet have avoided the Danger, either by Tacking, Bearing up, or Anchoring.

SIG-

SIGNALS

FOR CALLING

The Flag-Officers, and other Officers, on Board the ADMIRAL.

INSTR. I.

AS ſoon as the Admiral ſhall put abroad an Union Flag in the Mizen-ſhrowds, and fire a Gun, all the Captains in the Fleet are to come aboard the Admiral's Ship. If the ſame Signal, and a Weft with the Enſign, a Lieutenant of each Ship is to come on Board.

II.

If an Enſign be put abroad in the ſame place, all the Maſters of the Ships of War belonging to the Fleet are to come aboard the Admiral.

III.

When the Admiral hoiſteth a Standard on the Flag-ſtaff at the Mizen-top-maſt-head, and fires a Gun, all the Flag-Officers in the Fleet are to come aboard him.

IV.

When the Admiral hoiſteth a Red Flag in the Mizen-ſhrowds, all the Captains of his own Squadron are to come aboard him. If the ſame Signal, and a Weft with the Enſign, a Lieutenant of each of the Ships in the ſaid Squadron is to come on Board.

V. When

V.

When a White Flag is hoiſted in the Mizen-ſhrowds, the Vice-Admiral, or he that Commands in the Second Poſt, and all the Captains of his Squadron are to come aboard the Admiral.

VI.

When a blue Flag is hoiſted in the Mizen-ſhrowds, and a Gun fired, then the Rear Admiral, or he that Commands in the Third Poſt of the Fleet, and all the Captains of his Squadron, are to come aboard the Admiral. If the ſame Signal, and a Weſt with the Enſign, a Lieutenant of each of the Ships in the ſaid Squadron is to come on Board.

VII.

When a Standard is hoiſted on the Enſign-ſtaff, and a Gun fired, the Vice and Rear-Admirals of the Fleet, or thoſe that Command in the Second or Third Poſts of the Fleet, are to come aboard the Admiral.

VIII.

When the Admiral would ſpeak with the Captains of his own Diviſion, he will hoiſt a Pendant on the Mizen-peek, and fire a Gun. If with a Lieutenant of each Ship in the ſame Diviſion, the ſame Signal, and a Weſt with his Enſign.

IX.

When the Admiral would ſpeak with the Lieutenant of any particular Ship, he will make the Signal for ſpeaking with the Captain of that Ship, and make a Weſt with his Enſign.

X.

When the Admiral would have all the Tenders in the Fleet come under his Stern, and ſpeak with him, he will hoiſt a Flag ſtriped Yellow and White, at the Mizen-peek, and fire a Gun.

XI.

When the Admiral would ſpeak with any particular Ship's Tender, he will make the Signal for ſpeaking with the Captain of the Ship ſhe attends on, and a Weſt with his Jack.

XII.

When the Admiral would have all the Pinnaces and Barges in the Fleet to come on board him Mann'd and Arm'd, he will hoiſt a Pendant on the Flag-ſtaff at the Fore-top-maſt-head, and fire a Gun; and if he would have them Chaſe, he will make the ſame Signal and ſend his Boat a Chaſing.

XIII.

When the Admiral would have all the Long-boats in the Fleet come on board him Mann'd and Arm'd, he will hoiſt a Pendant on the Flag-ſtaff at the Mizen-top-maſt-head, and fire a Gun; and if he would have them Chaſe, he will make the ſame Signal and ſend his Boat a Chaſing.

XIV.

When the Admiral would have all the Boats in the Fleet come on Board him Mann'd and Arm'd, he will hoiſt a Pendant on the Flag-ſtaff at the Fore-top-maſt-head, and another on the Mizen-top-maſt-head, and fire one Gun; and if he would have them Chaſe, he will make the ſame Signal, and ſend his Boats a Chaſing.

XV.

Every Captain in the Fleet that has a Tender, is required to give the Maſter of her his General and Particular Signals from the Admiral.

XVI.

Before the Admiral ſends any Hoſpital Ship out of the Fleet with Sick Men, That Ship ſhall make a Signal, by ſpreading an Enſign on the Main-top-maſt-back-ſtay from the Head of the Maſt downwards.

XVII.

When the Admiral would ſpeak with the Victualler, or his Agent, he will put an *Engliſh* Enſign in the Mizen-top-maſt-ſhrowds.

XVIII.

When the Admiral would ſpeak with the Officer that has Charge of the Gunner's Stores, he will ſpread and Enſign at his Main-top-ſail-yard-arm.

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AN

AN INDEX OF THE SIGNALS Contained in the Instructions for Sailing.

SIGNALS with One Gun,

From the ADMIRAL.

		Page.	Instr.
	AND hoists an Ensign striped Red, White and Blue on the Ensign-staff	1	2
	And hoists his Mizen-top-sails, with the Clew-lines hawled up	2	2
	And hoists a Red Flag in the Mizen-shrowds, and makes a Signal for a particular Captain	4	2
	A Blue Flag in the same place, and a Signal for a particular Captain.	5	4
One Gun.	A White Flag hoisted at the Fore-top-mast-head	6	4
	And looses his Main-top-sail, or puts one Light on his Ensign-staff.	8	4
	And looses his Fore-top-sail	9	4
	And puts a Light on each Top-mast-head	2	3
	And hangs a Light in the Main-top-mast-shrowds	7	5
	And hoists an Union-flag on the Flag-staff at the Mizen-top-mast-head.	1	6

		Instr.	Pag.
	And hoiſts an Union Flag at the Fore-top-maſt-head	2	6
	And hoiſts a Pendant on the Enſign-ſtaff	3	6
	And hoiſts his Enſign	4	8
	And hawls down his Jack	4	8
	And hoiſts a Red Flag on the Flag-ſtaff at the Mizen-top-maſt-head	5	8
	And hoiſts a Blue Flag in the ſame Place	5	8
	And hoiſts a Red Flag in the Mizen-ſhrowds	7	8
	And a Blue Flag in the ſame Place	7	8
	And hoiſts a White Flag on the Flag-ſtaff at the Fore-top-maſt-head	7	8
	And hoiſts a Flag ſtriped Red and White in the ſame place	11	10
	And the like Flag on the Mizen-top-maſt-head	12	10
	And hoiſts two Lights on the Enſign-ſtaff, one above the other, above the conſtant Light in the Poop	1	7
	Without Alteration of Lights	8	9
One Gun.	*Every Hour*	1	13
	Every Half Hour	2	13
	And an Union Flag on the Mizen-ſhrowds	1	15
	And an Enſign in the ſame place	2	15
	And hoiſts a Standard on the Mizen-top-maſt-head	3	15
	And a Blue Flag in the Mizen-ſhrowds	6	16
	And a Standard hoiſted on the Enſign-ſtaff	7	16
	And hoiſts a Pendant on his Mizen-peek	8	16
	The ſame Signal, and a Weſt with his Enſign	8	16
	And hoiſts a Flag ſtrip'd Yellow & White at the Miz. peek	10	16
	And hoiſts a Pendant on the Flag-ſtaff at the Fore-top-maſt-head	12	17
	And a Pendant on the Mizen-top-maſt-head	13	17
	And hoiſts a Pendant on the Flag-ſtaff at the Fore-top-maſt-head, and another on the Flag-ſtaff at the Mizen-top-maſt-head	14	17

From other Ships.

	ONe Gun, and ſhews Three Lights in the Mizen-ſhrowds	4	9
	One Gun, and ſhews as many Lights as he can	9	9

SIGNALS with Two Guns, From the ADMIRAL.

	AND looſes both his Top-ſails	3	2
	A ſmall ſpace of time one from the other	1	3
	And hands out Four Lights, one at each Main-yard-arm, and one at each Fore-yard-arm	3	3
Two Guns.	*And hangs out Three Lights, one over another, in the Main-top-maſt-ſhrowds, over the conſtant Light in the Main-top*	6	5
	And ſhews Four Lights of equal height	2	7

From other Ships.

	Instr.	Pag.
TWO Guns, and hawls up his Courſes	9	10
Two Guns, and puts a Jack abroad from the Main-croſs-trees downwards on the Back-ſtay	14	10

SIGNALS with Three, Four, or more Guns, From the ADMIRAL.

FOur Guns	3	13
Six Guns	4	14
	10	10
Eight Guns	4	14
	10	11
Ten Guns	5	14

From other Ships.

FIres Guns, and hangs out a great number of Lights	5	5
Fires Guns, and ſpreads an Engliſh Enſign from his Main or Fore-Top-Maſt downwards on the Shrowds, lowering his Main or Fore-top-ſail	10	10
Fires Guns, and puts a Jack abroad from the Main-top-maſt-croſs-trees downwards on the Back-ſtay	14	10
Fires Guns, makes falſe Fires, puts a Light in the Main top, and Three on the Poop	6	9
Fires Guns, and hangs out two Lights of equal height	7	9
Fires four Guns, or continues firing Gun after Gun	8	14

SIGNALS with LIGHTS, From the ADMIRAL.

PUts a Light in each Top-maſt-head, and fires a Gun	2	3
Hangs a Light in the Main Top-maſt-ſhrowds, and fires a Gun.	7	5
Two Lights on the Enſign-ſtaff, one above the other, above the conſtant Light on the Poop, and one Gun	1	7
Four Lights, one at each Fore-yard arm, and one at each Main-Yard-arm, and two Guns	3	3
Three Lights, one over the other, in the Main-top-maſt-ſhrowds, over the conſtant Light in the Main top, and two Guns	6	5
Four Lights of equal height, and two Guns	2	7
Three Lights, one over another, in the Main-ſhrowds, and two Guns	3	7
One Light on the Enſign-ſtaff, and fire a Gun	8	5
Two Lights, one under the other, in the Mizen-top-maſt-ſhrowds, and one Gun	9	5
Four Lights in the Fore-ſhrowd, and fire Six Guns	10	11
Four Lights in the Fore-ſhrowd, and fire Eight Guns	10	11

One Light at the Mizen-top, and fire

From other Ships

	Instr.	Pag.
THree Lights in the Mizen-ſhrowds, and one Gun	4	9
Shews as many Lights as he can, and fires a Gun	9	9
Hangs out a great number of Lights, and continues firing Guns	5	5
A Light in the Main-top, three in the Poop, makes falſe Fires, and fires Guns	6	9
Hangs out Two Lights of equal height, and Fires Guns	7	9

SIGNALS with Flags, Enſigns, Standards and Jacks, From the ADMIRAL.

HOiſts a Red Flag in the Mizen-ſhrowds	4	15
A White Flag in the ſame place	5	16
Puts an Engliſh Enſign in the Mizen-top-maſt-ſhrowds	17	17
Spreads an Engliſh Enſign at the Main-top-ſail-yard-arm	18	17
An Enſign ſtriped Red, White and Blue, hoiſted on the Enſign-ſtaff, and one Gun	1	2
A Red Flag in the Mizen-ſhrowds, with a Signal for a particular Captain, and one Gun	4	2
A Blue Flag in the ſame place, with a Signal for a particular Captain, and one Gun	5	4
A White Flag on the Flag-ſtaff at the Fore-top-maſt-head, and one Gun	6	4
An Union Flag on the Flag-ſtaff at the Mizen-top-maſt-head, and one Gun	1	6
The ſame on the Fore-top-maſt-head, and one Gun	2	6
A Pendant on the Enſign-ſtaff and one Gun	3	6
Hoiſts his Enſign and fires a Gun	4	8
Hawls down his Jack, and fires a Gun	4	8
A Red Flag on the Flag-ſtaff at the Mizen top-maſt-head, and one Gun	5	8
A Blue Flag in the ſame place, and one Gun	5	8
A Red Flag in the Mizen-ſhrowds	7	8
A Blue Flag in the ſame place	7	8
A White Flag on the Flag-ſtaff at the Fore-top-maſt-head, and one Gun	7	8
A Flag ſtriped Red and White in the ſame place, and one Gun	11	10
The like Flag on the Flag-ſtaff at the Mizen-top-maſt-head, and one Gun	12	10
An Union Flag in the Mizen-top-maſt-ſhrowds, and one Gun	1	15
An Enſign in the ſame place	2	15
A Standard on the Flag-ſtaff at the Mizen-top-maſt-head, and one Gun	3	15
A Blue Flag in the Mizen-ſhrowds, and one Gun	6	16
A Standard on the Enſign-ſtaff, and one Gun	7	16
A Pendant on the Mizen-peek, and one Gun	8	16
The ſame Signal, and a Weſt with his Enſign	8	16

	Pag. Inſtr.	
A Flag ſtriped Yellow and White at the Mizen-Peek, and one Gun	10	16
A Pendant on the Flag-ſtaff at the Fore-top-maſt-head, and one Gun	12	17
The like Signal on the Mizen-top-maſt-head,	13	17
A Pendant on the Flag-ſtaff at the Fore-top-maſt-head, and another at the Mizen-top-maſt-head, and one Gun	4	17
A Yellow Flag under that at the Main-top-maſt-head, and fire a Gun	17	31
A Flag ſtriped Red and White on the Flag-ſtaff at the Main-top-maſt-head, with a Pendant under it, and fire a Gun-		
A Flag ſtriped Red, White and Blue, at the ſaid place, with a Pendant and Gun		
A Genoeze Enſign at the ſaid place, with a Pendant and Gun	30	33
A Flag ſtriped Red and White / *A Flag ſtriped Red, White, and Blue* / *A Genoeze Enſign* — *At the Flag-ſtaff at the Main, Fore, or Mizen-top-maſt head, and a Gun, without a Pendant*		

From other Ships.

PUts abroad his Enſign, and keeps it till the Admiral's is out, ſtriking it as many times as he ſees Ships	8	8
Hoiſts his Jack and Enſign, and keeps it abroad till the Admiral anſwers by hoiſting his	13	10
Spreads an Enſign on the Main-top-maſt Back-ſtay, from the Head of the Maſt downwards	16	17
Puts a Jack abroad from the Main-top-maſt Croſs-trees downwards on the Back-ſtay, and fires two Guns	14	10
The ſame Signal, and continues firing Guns	14	10
Spreads an Engliſh Enſign from his Main or Fore-top-maſt downwards on the Shrowds, Lowering his Main or For-top-ſail and fires Guns	10	10

SIGNALS with Sails, or on the Top-maſt-Shrowds,

From the ADMIRAL.

HOiſts his Mizen-top-ſail, with the Clew-lines hawled up, and fires a Gun	2	2
Looſes his Main-top-ſail, and fires a Gun	8	4
Looſes his Fore-top-ſail, and fires a Gun	9	4
Hangs a Light in the Main-top-maſt-ſhrowds, and fires a Gun	7	5
Looſes both his Top-ſails, and fires two Guns	3	2
Hangs three Lights in the Main-top-maſt-ſhrowds, one over another above the conſtant Light in the Main-top, and fires two Guns	6	5

From other Ships.

BRales up his Low-ſails, and continues Hoiſting and Lowering his Top-ſails, and making a Weſt with his Top gallant ſails	8	8
Lowers his Main or Fore-top-ſail, ſpreading an Engliſh Enſign from his Main or Fore-top-maſt downwards on the Shrowds, and fires Guns	10	10

INSTRUCTIONS

To be obſerved by all

Maſters, Pilots, Ketches, Hoys and *Smacks,*

ATTENDING

The FLEET.

INSTR. I.

IN caſe of Sailing at any time, (ſave only in time of Fight) you are Night and Day to keep your reſpective Stations; and if you meet with any leſs Depth than Seven Fathom in the Day-time, you are to fire one Gun, and hawl up your Main-ſail; and if you meet with leſs than Seven Fathom in the Night, to fire one Gun, and make falſe Fires till you are anſwer'd from the Admiral with falſe Fires again.

II.

You are to obſerve Signals one from another in your ſeveral Stations, and to make the ſame Signals to the Fleet, if at any time in Sailing you meet with Shoal-water.

III.

In Sailing (Night and Day) you are to keep your Lead continually going, and be careful of your Tides and Reckonings, that ſo you may be able to give an account whereabouts the Fleet is, at any time; but your Care is more particularly and immediately required in keeping as exact an Account in time of Fight, as you are able.

IV. In

IV.

In caſe His Majeſty's Fleet ſhall engage the Enemy among the Sands, or where they have reaſon to apprehend Danger, then ſuch of you as are appointed by the Admiral for that Service, ſhall lie away a-head of the Fleet, and keep your Lead going, and if you meet with leſs than Fathom Water, you are to Lower your Main-top-ſail (if abroad) and to ſpread your Enſign from your Main-top-maſt-head downwards, and to ſtand from the Danger.

And thoſe of you who are not appointed by the Admiralas aforeſaid, are to uſe your utmoſt endeavour to know the Fire-ſhips belonging to the Enemies; and accordingly obſerving their Motion, to do your utmoſt to cut off their Boats, (if poſſible,) or if Opportunity ſerve, to lay them on Board, Seize and Deſtroy them; and to this purpoſe you are to keep to Windward of the Squadron in time of Service: But in caſe you cannot prevent the Fire-ſhips from going on Board the Admiral, or any other, by clapping between them, [which by all poſſible means you are to endeavour,] then, and in all ſuch Caſes and Exegents, you are to ſhew your ſelves Men; and to Steer on Board them with your Boats, and with Grap-Nails, or other Means, to clear His Majeſty's Ship from them, and to deſtroy them: Which Service, if Honourably performed, ſhall be Rewarded according to its Merit; but if neglected, ſhall be ſtrictly Examined, and ſeverely Puniſhed.

Fighting Inſtructions.

INSTR. I.

WHen the Admiral would have the Fleet draw into a Line of Battel, one Ship A-head of another, according to the Method given to each Captain, he will hoiſt an Union Flag at the Mizen-Peek, and fire a Gun; and every Flag-ſhip in the Fleet is to make the ſame Signal.

II.

When the Admiral would have the Fleet draw into a Line of Battel one Ship A-breaſt of another, (according to the Method given to each Captain,) he will hoiſt an Union Flag and a Pendant at the Mizen-Peek, and fire a Gun; and every Flag-ſhip in the Fleet is to do the ſame.

III.

When the Admiral would have the Admiral of the White, and his whole Squadron to Tack, and endeavour to gain the Wind of the Enemy, he will ſpread a White Flag under the Flag at the Main-top-maſt-head, and fire a Gun; which is to be anſwer'd by the Flag-ſhips in the Fleet; and when he would have the Admiral of the Blue to do the ſame with his Squadron, he will ſpread a Blue Flag on that place.

IV.

When the Admiral would have the Vice-Admiral of the Red, and his Diviſion, Tack, and endeavour to gain the Wind of the Enemy, he will ſpread a Red Flag from the Cap at the Fore-top-maſt-head downward on the Back-ſtay: If he would have the Vice-Admiral of the White do the ſame, a White Flag: If the Vice-Admiral of the Blue, a Blue Flag at the ſame place.

V. When

V.

When the Admiral would have the Rear-Admiral of the Red, and his Diviſion, Tack, and endeavour to gain the Wind of the Enemy, he will hoiſt a Red Flag at the Flag-ſtaff at the Mizen-top-maſt-head, and fire a Gun: If the Rear-Admiral of the White, a White Flag: If the Rear-Admiral of the Blue, a Blue Flag at the ſame place, and under the Flag a Pendant of the ſame Colour.

VI.

If the Admiral be to Leeward of the Fleet, or any part of the Fleet, and he would have them to bear down into his Wake, or Grain, he will hoiſt a Blue Flag at the Mizen Peek.

VII.

If the Admiral be to Leeward of the Enemy, and his Fleet, or any part of them, to Leeward of him, that he may bring thoſe Ships into a Line, he will bear up with a Blue Flag at the Mizen-peek, under the Union Flag, which is the Signal for the Line of Battel; and then thoſe Ships to Leeward are to uſe their utmoſt endeavour to get into his Wake, or Grain, according to their Stations in the Line of Battel.

VIII.

If the Fleet be Sailing before the Wind, and the Admiral would have the Vice-Admiral, and the Ships of the Starboard Quarter to clap by the Wind, and come to the Starboard-Tack, then he will hoiſt upon the Mizen-top-maſt-head a Red Flag: And in caſe he would have the Rear-Admiral, and the Ships of the Larboard Quarter to come to their Larboard-Tack, then he will hoiſt up a Blue Flag at the ſame place.

IX.

When the Admiral would have the Van of the Fleet to Tack firſt, he will put abroad the Union Flag at the Flag-ſtaff on the Fore-top-maſt-head, and fire a Gun, if the Red Flag be not abroad; but if the Red Flag be abroad, then the Fore-top-ſails ſhall be lower'd a little, and the Union Flag ſhall be ſpread from the Cap of the Fore-top-maſt downwards; and every Flag-ſhip in the Fleet is to do the ſame.

X.

When the Admiral would have the Rear-Admiral of the Fleet Tack firſt, he will hoiſt the Union-Flag on the Flag-ſtaff at the Mizen-top-maſt-head, and fire a Gun; which is to be anſwered by every Flag-ſhip in the Fleet.

XI.

When the Admiral would have all the Flag-ſhips in the Fleet come into his Wake, or Grain, he will hoiſt a Red Flag at the Mizen-peek, and fire a Gun; and the Flag-ſhips in the Fleet are to make the ſame Signal.

XII.

When the Admiral would have the Admiral of the White, and his Squadron, make more Sail, though himſelf ſhorten Sail, he will hoiſt a White Flag on the Enſign-ſtaff: If the Admiral of the Blue, or he that commands in the Third Poſt, a Blue Flag at the ſame place; and every Flag-ſhip in the Fleet is to make the ſame Signal.

XIII.

As ſoon as the Admiral ſhall hoiſt a Red Flag on the Flag-ſtaff at the Fore-top-maſt-head, every Ship in the Fleet is to uſe their utmoſt endeavour to Engage the Enemy, in the Order the Admiral has preſcribed unto them.

XIV.

When the Admiral hoiſteth a White Flag at the Mizen-peek, then all the ſmall Frigats of his Squardron that are not in the Line of Battel, are to come under his Stern.

XV.

If the Fleet is Sailing by a Wind in the Line of Battel, and the Admiral would have them Brace their Head-ſails to the Maſt, he will hoiſt a Yellow Flag on the Flag-ſtaff at the Mizen-top-maſt-head, and fire a Gun; which the Flag-ſhips in the Fleet are to anſwer: Then the Ships in the Rear are to Brace to firſt.

XVI.

The Fleet lying in a Line of Battel, with their Head-ſails to the Maſt, and if the Admiral would have them fill and ſtand on, he will hoiſt a Yellow Flag on the Flag-ſtaff at the Fore-top-maſt-head, and fire a Gun; which the Flag-ſhips in the Fleet are to anſwer; then the Ships in the Van are to fill firſt, and to ſtand on; if it happen when this Signal is to be made, that the Red Flag is abroad on the Flag-ſtaff at the Fore-top-maſt-head, the Admiral will ſpread the Yellow Flag under the Red.

XVII. If

XVII.

If the Admiral ſee the Enemies Fleet ſtanding towards him, and he has the Wind of them, the Van of the Fleet is to make Sail till they come the length of the Enemies Rear and our Rear a-breaſt of the Enemies Van, then he that is in the Rear of our Fleet is to Tack firſt, and every Ship one after another, as faſt as they can, throughout the Line, that they may engage upon the ſame Tacks with their Enemy; but in caſe the Enemies Fleet ſhould Tack in the Rear, our Fleet is to do the ſame with an equal Number of Ships; and whilſt they are in Fight with the Enemy, to keep within half a Cable's length one of another; or if the Weather be bad, according to the Diſcretion of the Commander. When the Admiral would have the Ship that leads the Van of the Fleet, (or the Headmoſt Ship in the Fleet,) when they are in a Line of Battel, Hoiſt, Lower, Set or Hawl up, any of his Sails, the Admiral will ſpread a Yellow Flag under that at the Main-top-maſt-head and fire a Gun; which the Flag-ſhips that have Flags at the Main-top-maſt-head are to anſwer; and thoſe Flag-ſhips that have not, are to hoiſt the Yellow Flag on the Flag-ſtaff at the Main-top-maſt-head, and fire a Gun: Then the Admiral will Hoiſt, Lower, Set or Hawl up, the Sail he would have the Ship that leads the Van do.

XVIII.

If the Admiral and his Fleet have the Wind of the Enemy, and they have ſtretched themſelves in a Line of Battel, the Van of the Admiral's Fleet is to ſteer with the Van of the Enemies, and there to Engage them.

XIX.

Every Commander is to take Care, that his Guns are not fired till he is ſure he can reach the Enemy upon a Point-blank; and by no means to ſuffer his Guns to be fired over any of our own Ships.

XX.

None of the Ships in the Fleet ſhall purſue any ſmall Number of the Enemies Ships, till the Main Body be Diſabled, or Run.

XXI. If

XXI.

If any of the Ships in the Fleet are in Diſtreſs, and make the Signal, which is a Weſt with the Jack or Enſign, the next Ship to them is ſtrictly required to relieve them.

XXII.

If the Admiral or any Flag-ſhip ſhould be in diſtreſs, and make the uſual Signal, the Ships in the Fleet are to endeavour to get up as cloſe into a Line between him and the Enemy as they can, having always an Eye to defend him, if the Enemy ſhould come to annoy him in that Condition.

XXIII.

In caſe any Ship in the Fleet ſhould be forced to go out of the Line to repair Damages ſhe has received in Battel, the next Ships are to cloſe up the Line.

XXIV.

If any Flag-ſhip be diſabled, the Flag may go on Board any Ship of his own Squadron or Diviſion.

XXV.

If the Enemy be put to the run, and the Admiral thinks it convenient the whole Fleet ſhall follow them, he will make all the ſail he can himſelf after the Enemy, and fire two Guns out of his Fore-Chaſe; then every Ship in the Fleet is to uſe his beſt endeavour to come up with the Enemy, and lay them on Board.

XXVI.

If the Admiral would have any particular Flag-ſhip, and his Squadron or Divſion, give Chaſe to the Enemy, he will make the ſame Signal that is appointed for that Flag-ſhip's Tacking with his Squadron or Diviſion, and Weathering the Enemy.

XXVII.

When the Admiral would have them give over Chaſe, he will hoiſt a White Flag at the Fore-top-maſt-head, and fire a Gun.

XXVIII. In

XXVIII.

In caſe any Ship in the Line of Battel ſhould be Diſabled in her Maſts, Rigging, or Hull, the Ship that leads A-head of her, ſhall take her in A-tow, and the Diviſion ſhe is in ſhall make good the Line with her; but the Commander of the Ship ſo Diſabled is not, upon any Pretence whatever, to leave his Station, till he has acquainted his Flag, or the next Flag-Officer to him, with the Condition of his Ship, and received his Direction therein: And in caſe any Commander ſhall be wanting in doing his Duty, his Flag, or the next Flag-Officer to him, is immediately to ſend for the ſaid Commander from his Ship, and appoint another in his room.

XXIX.

If the Admiral would have any Flag in his Diviſion or Squadron Cut, or Slip in the Day-time, he will make the ſame Signals that are appointed for thoſe Flag-ſhips, and their Diviſion or Squadron, to Tack and Weather the Enemy, as is expreſſed in the Third, Fourth, Fifth and Sixth Articles before-going.

XXX.

When the Admiral would have the Red Squadron draw into a Line of Battel A-breaſt of one another, he will put abroad a Flag ſtriped Red and White on the Flag-ſtaff at the Main Top-Maſt-Head, with a Pendant under it, and fire a Gun. If he would have the White Squadron, or thoſe that have the Second Poſt in the Fleet to do the like, the Signal ſhall be a Flag ſtriped Red, White, and Blue, with a Pendant under it at the aforeſaid place. And if he would have the Blue Squadron do the like, he will put on the ſaid Place a *Genoeze* Enſign, together with a Pendant: But when he would have either of the ſaid Squadrons to draw into a Line of Battel, A-head of one another, he will make the aforeſaid Signals without a Pendant; which Signals are to be anſwered by the Flag-ſhips only of the ſaid Squadrons, and to be kept out till the Admiral take in his. And if the Admiral would have any Vice-Admiral of the Fleet, and his Diviſion, draw into a Line of Battel, as aforeſaid, he will make the ſame Signals at the Fore-top-maſt-head that he makes for that Squadron at the Main-top-maſt-head: And for any Rear-Admiral in the Fleet, and his Diviſion, the ſame Signals at the Mizen-top-maſt-head, which Signals are to be anſwered by the Vice or Rear-Admirals.

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ENCOURAGEMENT

FOR THE

Captains and Companies

OF

Fire-ſhips, Small Frigats, and Ketches.

ALthough it is the Duty of all Perſons employed in His Majeſty's Fleet, even to the utmoſt hazard of their Lives, to endeavour as well the deſtroying of His Majeſty's Enemies, as the ſuccouring of His Majeſty's Subjects, and in moſt eſpecial manner to Preſerve and Defend His Majeſty's Ships of War; (the neglect whereof ſhall at all times be ſtrictly enquired after, and ſeverely Puniſh'd;) Nevertheleſs, that no inducement may be wanting, which may oblige all Perſons ſerving in His Majeſty's Fleet, Valiantly and Honourably to acquit themſelves in their ſeveral Stations. We have therefore thought fit to Publiſh and Declare, and do hereby Promiſe on His Majeſty's behalf.

1. That if any of His Majeſty's Fire-ſhips perform the Service expected from them in ſuch manner, that any of the Enemies Men of War of Forty Guns, or more, ſhall be burnt by them, every Perſon remaining in the Fire-ſhip till the Service be performed, ſhall receive on board the Admiral, immediately after the Service done, Ten Pounds, as a Reward of that Service, over and above his Pay due to him; and in caſe any of them ſhall be kill'd in that Service, it ſhall be paid to his Executors or next Relations; and the Captains of ſuch Fire-Ships ſhall receive 100 *l.* or a Medal of Gold

Gold, with a Chain of the ſame Value, as he ſhall make Choice of, to remain as a Token of Honour to him and his Poſterity; and ſhall receive ſuch other Encouragement by Preferment and Command, or otherwiſe, as ſhall be fit to Reward him, and induce others to perform the like Service: And the Inferior Officers ſhall receive each of them Ten Pounds in Money; and be taken Care of, and placed in other Ships, before any other Perſon whatſoever.

2. In caſe any of the Enemies Flag-ſhips be ſo fired, the Recompence ſhall be double to each Man performing it; and the Medal to the Commander ſhall be ſuch, as ſhall particularly expreſs the Eminency of the Service, and his and the other Officers Preferment ſhall be ſuitable to the Merit thereof.

3. If any of His Majeſty's Fifth or Sixth Rate Frigats, or any Ketches, Smacks, Hoys, or Boats, in His Majeſty's Service, ſhall Board or Deſtroy any Fire-ſhips of the Enemies, and ſo prevent any of them from going on Board any of the King's Ships, above the Fifth Rate; beſides the Preferment that ſhall be given to the Commanders and Officers of ſuch Ships, performing ſuch Service, anſwerable to their Merit; the Company of ſuch of the ſaid Ships or Veſſels, (or in caſe they ſhall be kill'd in that Service, their Executors or neareſt Relations) ſhall receive every Man Forty Shillings, as a Reward: And ſuch Perſons, who ſhall, by the Teſtimony of the Commanders, appear to be eminently inſtrumental in ſuch Service, ſhall receive a further Reward according to his Merit.

4. If the Maſters of any Ketches, Hoys and Smacks, or other Veſſels hired for His Majeſty's Service, ſhall endeavour to perform any of the Services aforeſaid, and ſhall by ſuch his Attempt loſe his Veſſel or Ship, the full value thereof ſhall be paid by the Treaſurer of His Majeſty's Navy, upon Certificate of the Service from the Commanders in Chief: And the Commander of the ſaid Ship, and the Men ſerving in her, ſhall receive the ſame Recompence with thoſe who ſerve in His Majeſties Ships or Veſſels.

5. That if any Boats belonging to the Fleet, ſhall, in time of Action, prevent any of the Enemies Fire-ſhips from doing Injury to His Majeſty's Ships, the Crews belonging to the ſaid Boats ſhall receive Encouragement for their ſaid Service, according as it ſhall be repreſented by the Captain of the Ship, which they may happen ſo to preſerve.

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INSTRU

INSTRUCTIONS FOR THE FIRE-SHIPS.

INSTR. I.

WHen the Admiral would ſpeak with the Fireſhips belonging to the Admiral's Diviſion of the Blue Squadron, he will put a Flag ſtriped Yellow and White from Corner to Corner on the Croſs Jack-yard.

When he would ſpeak with the Fire-ſhips belonging to the Vice-Admiral's Diviſion of the Blue Squadron, he will put the ſame Flag on the Mizen-ſhrowds.

When he would ſpeak with the Fire-ſhips belonging to the Rear-Admiral's Diviſion of the Blue Squadron, he will put the ſame Flag on the Mizen-top-ſail-yard.

When he would ſpeak with all the Fire-ſhips belonging to the Blue Squadron, he will put the ſame Flag on the Mizen-top-maſt-head downwards on the Back-ſtays.

II.

When the Admiral would ſpeak with the Fire-ſhips belonging to his own Diviſion in the Red Squadron, he will put a Flag ſtriped Yellow and White from Corner to Corner on the Main-yard.

When he would ſpeak with the Fire-ſhips belonging to the Vice-Admiral's Diviſion of the Red Squadron, he will put the ſame Flag on the Main-ſhrowds.

When

When he would ſpeak with the Fire-ſhips belonging to the Rear-Admiral's Diviſion of the Red Squadron, he will put the ſame Flag on the Main-top-maſt-yard.

When he would ſpeak with all the Fire-ſhips belonging to the Red Squadron, he will put the ſame Flag on the Main-top-maſt-head downwards on the Back-ſtays.

III.

When the Admiral would ſpeak with the Fire-ſhips belonging to the Admiral's Diviſion of the White Squadron, he will put a Flag ſtriped Yellow and White from Corner to Corner on the Fore-yard.

When he would ſpeak with the Fire-ſhips belonging to the Vice-Admiral's Diviſion of the White Squadron, he will put the ſame Flag on the Fore-ſhrowds.

When he would ſpeak with the Fire-ſhips belonging to the Rear-Admiral's Diviſion of the White Squadron, he will put the ſame Flag on the Fore-top-ſail-yard.

When he would ſpeak with all the Fire-ſhips belonging to the White Squadron, he would put the ſame Flag on the Fore-top-maſt-head downwards on the Back-ſtays.

IV.

When the Admiral would ſpeak with all the Fire-ſhips of the Fleet, he will ſtrike his Enſign, and put the ſtriped Flag in its place.